

## COMBAT

NAME	PROFICIENCY BONUS
CLASS	PASSIVE PERCEPTION
ARCHETYPE	

ARMOR CLASS	INITIATIVE	SPEED
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SAVING THROWS					
STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA

RESISTANCE, IMMUNITY & VULNERABILITY		
RESISTANCES	IMMUNITIES	VULNERABILITIES

CURRENT HP	TEMP HP	MAX HP
HIT DICE:		
MAX	USED	

CLASS RESOURCES			
NAME	TOTAL	USED	DETAIL

OTHER TYPES OF MOVEMENT	
SWIM SPEED	CLIMB SPEED

## CONDITIONS

- | <input type="checkbox"/> BLINDED<br><input type="checkbox"/> CHARMED<br><input type="checkbox"/> DEAFENED<br><input type="checkbox"/> FRIGHTENED<br><input type="checkbox"/> GRAPPLED<br><input type="checkbox"/> INCAPACITATED<br><input type="checkbox"/> INVISIBLE<br><input type="checkbox"/> PARALYZED<br><input type="checkbox"/> PETRIFIED<br><input type="checkbox"/> POISONED<br><input type="checkbox"/> PRONE<br><input type="checkbox"/> RESTRAINED<br><input type="checkbox"/> STUNNED<br><input type="checkbox"/> UNCONSCIOUS | <table border="0"> <tr> <th>EXHAUSTION LEVEL</th> <th>EFFECT</th> </tr> <tr> <td><input type="checkbox"/> 1</td> <td>Disadvantage on ability checks</td> </tr> <tr> <td><input type="checkbox"/> 2</td> <td>Speed halved</td> </tr> <tr> <td><input type="checkbox"/> 3</td> <td>Disadvantage on attack rolls/saving throws</td> </tr> <tr> <td><input type="checkbox"/> 4</td> <td>Hit point maximum halved</td> </tr> <tr> <td><input type="checkbox"/> 5</td> <td>Speed reduced to 0</td> </tr> <tr> <td><input type="checkbox"/> 6</td> <td>Death</td> </tr> </table> | EXHAUSTION LEVEL | EFFECT | <input type="checkbox"/> 1 | Disadvantage on ability checks | <input type="checkbox"/> 2 | Speed halved | <input type="checkbox"/> 3 | Disadvantage on attack rolls/saving throws | <input type="checkbox"/> 4 | Hit point maximum halved | <input type="checkbox"/> 5 | Speed reduced to 0 | <input type="checkbox"/> 6 | Death |
|---|---|------------------|--------|----------------------------|--------------------------------|----------------------------|--------------|----------------------------|--|----------------------------|--------------------------|----------------------------|--------------------|----------------------------|-------|
| EXHAUSTION LEVEL  | EFFECT  |                  |        |                            |                                |                            |              |                            |  |                            |                          |                            |                    |                            |       |
| <input type="checkbox"/> 1  | Disadvantage on ability checks  |                  |        |                            |                                |                            |              |                            |  |                            |                          |                            |                    |                            |       |
| <input type="checkbox"/> 2  | Speed halved  |                  |        |                            |                                |                            |              |                            |  |                            |                          |                            |                    |                            |       |
| <input type="checkbox"/> 3  | Disadvantage on attack rolls/saving throws  |                  |        |                            |                                |                            |              |                            |  |                            |                          |                            |                    |                            |       |
| <input type="checkbox"/> 4  | Hit point maximum halved  |                  |        |                            |                                |                            |              |                            |  |                            |                          |                            |                    |                            |       |
| <input type="checkbox"/> 5  | Speed reduced to 0  |                  |        |                            |                                |                            |              |                            |  |                            |                          |                            |                    |                            |       |
| <input type="checkbox"/> 6  | Death   |                  |        |                            |                                |                            |              |                            |  |                            |                          |                            |                    |                            |       |

## ABILITY SCORES & SKILLS

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
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|--|--|--|---|
| <b>STRENGTH</b><br><input type="checkbox"/> — ATHLETICS<br><b>DEXTERITY</b><br><input type="checkbox"/> — ACROBATICS<br><input type="checkbox"/> — SLEIGHT OF HAND<br><input type="checkbox"/> — STEALTH | <b>INTELLIGENCE</b><br><input type="checkbox"/> — ARCANA<br><input type="checkbox"/> — HISTORY<br><input type="checkbox"/> — INVESTIGATION<br><input type="checkbox"/> — NATURE<br><input type="checkbox"/> — RELIGION | <b>WISDOM</b><br><input type="checkbox"/> — ANIMAL HANDLING<br><input type="checkbox"/> — INSIGHT<br><input type="checkbox"/> — MEDICINE<br><input type="checkbox"/> — PERCEPTION<br><input type="checkbox"/> — SURVIVAL | <b>CHARISMA</b><br><input type="checkbox"/> — DECEPTION<br><input type="checkbox"/> — INTIMIDATION<br><input type="checkbox"/> — PERFORMANCE<br><input type="checkbox"/> — PERSUASION |
|--|--|--|---|

## WEAPON ATTACKS

ATTACK NAME	RANGE	ATK BONUS	DAMAGE	DAMAGE TYPE

## ADDITIONAL COMBAT FEATURES

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## SPELL ATTACKS

SPELL SAVE DC

ATTACK NAME	RANGE	CAST TIME	ATK BONUS	SAVE	DAMAGE	DAMAGE TYPE

## SPELL SLOTS

LEVEL	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
TOTAL SLOTS									
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

CANTRIPS KNOWN

# CHARACTER DETAILS

XP

NEXT LEVEL

RACE

BACKGROUND

AGE

HEIGHT

WEIGHT

ALIGNMENT

DEITY

SIZE

SEX

VISION

## BACKGROUND

SUMMARY

FEATURE

PERSONALITY  
TRAITS

IDEAL

BOND

FLAW

## CHARACTER APPEARANCE

### PROFICIENCIES

WEAPONS & ARMOR

TOOLS

LANGUAGES

### RACIAL FEATURES

### ALLIES & ORGANIZATIONS

## CHARACTER BACKSTORY

### ADDITIONAL TRAITS & FEATURES

## INVENTORY

### LOAD

CARRYING  
CAPACITY

CURRENT  
LOAD

PUSH, DRAG  
& LIFT

### CONSUMABLES

#### POTIONS

#### SPELL SCROLLS

#### FOOD & DRINK

### EQUIPPED ITEMS

ATTUNED

ARMOR

HEAD

NECK

BACK

HANDS

BELT

FEET

RING

RING

OTHER

### WEALTH

#### COIN

CP

SP

EP

GP

PP

#### GEMS

10 GP

50 GP

100 GP

500 GP

1000 GP

5000 GP

#### ART PIECES

25 GP

250 GP

750 GP

2500 GP

7500 GP

### WEAPONS & ARMOR

### ADVENTURING GEAR

### OTHER MAGIC ITEMS

### TOOLS & KITS

### TRINKETS

### MOUNTS & VEHICLES

# SPELLBOOK

## SPELL SLOTS

LEVEL 1st 2nd 3rd 4th 5th 6th 7th 8th 9th

TOTAL SLOTS

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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## SPELLCASTING CLASS

CANTRIPS KNOWN

SPELL ATTACK BONUS

SPELLCASTING ABILITY

SPELL SAVE DC

## SPELLS KNOWN

☐ SPELL LEVEL ☐ PREPARED ☐ CONCENTRATION

Spells Known Total

Spells Prepared Total

NAME

SCHOOL

DESCRIPTION

CASTING TIME

RANGE

COMPONENTS

DURATION

NAME

SCHOOL

DESCRIPTION

CASTING TIME

RANGE

COMPONENTS

DURATION

NAME

SCHOOL

DESCRIPTION

CASTING TIME

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COMPONENTS

DURATION

NAME

SCHOOL

DESCRIPTION

CASTING TIME

RANGE

COMPONENTS

DURATION

# SPELLBOOK

SPELL  
LEVEL ☐ PREPARED ☐ CONCENTRATION

## SPELLS KNOWN

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NAME	SCHOOL	DESCRIPTION
CASTING TIME		
RANGE		
COMPONENTS		
DURATION		

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NAME	SCHOOL	DESCRIPTION
CASTING TIME		
RANGE		
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CASTING TIME		
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COMPONENTS		
DURATION		

# SPELLBOOK

SPELL  
LEVEL ☐ PREPARED ☐ CONCENTRATION

## SPELLS KNOWN

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NAME	SCHOOL	DESCRIPTION
CASTING TIME		
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DURATION		

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CASTING TIME		
RANGE		
COMPONENTS		
DURATION		





# CHARACTER PROGRESSION




# CHARACTER PROGRESSION
